DETAILED ACTION

Response to Amendment

This Office Action is responsive to the Amendment filed June 17, 2011. Claims 1, 8, 21, 27, and 46 are amended. Claims 7 and 26 are currently cancelled. Claims 4-6, 13, 23-25, 40-43, and 47-49 were previously cancelled. Claims 1, 21, and 46 are independent. Claims 1-3, 8-12, 14-22, 27-39, and 44-46 remain pending.

Priority

Receipt is acknowledged of papers submitted under 35 U.S.C. 119(a)-(d), which papers have been placed of record in the file.

Claim Objections

Claim 46 is objected to because of the following informalities:

- In claim 46 lines 10-11, "the screen **saved** standby time" should be corrected to –the screen **saver** standby time— to avoid antecedent basis issues.

Appropriate correction is required.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the

> invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

Claims 1-3, 8-12, 14-22, 27-39, and 44-46 are rejected under 35 U.S.C. 103(a) as being unpatentable over Given, United States Patent 6,282,655, Sanyo Multimedia Projector PLV-70 Owner's Manual (hereinafter Sanyo). The Sanyo reference was retrieved from http://www.projectorcentral.com/pdf/projector_manual_1730.pdf, published to the public on or before August 2002 according to the "First Ship" date found on the product data page at http://www.projectorcentral.com/Sanyo-PLV-70.htm?print=1, and Pollack, United States Patent 5,153,580.

Regarding claim 1, Given substantially teaches a method of providing an advance screen saver warning for a display apparatus, the method comprising:

predetermining a screen saver standby time and an advance screen saver warning time, wherein the advance screen saver warning time is less than or equal to the screen saver standby time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", in this example, the screen saver standby time is 60 seconds, while the advance screen saver warning time is 5 seconds);

counting a current system idle time during which no system input activity is detected (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert.*", the time in which the ICU has not detected motion is the current system idle time);

activating an advance screen saver warning before activating a screen saver if the current system idle time is greater than or equal to a time difference between the screen saver standby time and the advance screen saver warning time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", the sonic alert is the advance screen saver warning); and

continuously implementing the activated advance screen saver warning by the display apparatus until system activity by a user of the system is detected (Sanyo, addressed below);

deactivating the advance screen saver warning so that it is no longer displayed when a system input activity is detected, wherein the screen saver is activated when the

current system idle time is greater than or equal to the screen saver standby time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", the screen saver is deactivated if motion is detected, while it is activated when the idle time is greater than or equal to the screen saver standby time); and

controlling, during the continuous execution of the advance screen saver warning, the display apparatus to output at least one of a specified sound and a visual warning message window indicative of a time difference between the screen saver standby time and current system idle time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert*", output a specified sound),

wherein the visual warning message comprises a textual representation of the time difference between the screen saver standby time and the current system idle time, a numerical representation of the time difference between the screen saver standby time and the current system idle time (Sanyo, addressed below), and a graphical

representation of the time difference between the screen saver standby time and the current system idle time (Pollack, addressed below).

Given does not disclose continuously displaying the activated advance screen saver warning by the display apparatus until system activity by a user of the system is detected. It also follows that Given does not teach that the visual warning message comprises a textual representation of the time difference between the screen saver standby time and the current system idle time, a numerical representation of the time difference between the screen saver standby time and the current system idle time. Given only teaches issuing a sonic alert with no visual representation of the alert (Given column 3 lines 58 through column 4 line 16). Sanyo teaches continuously displaying a "*counting down display*" prior to turning the Projection Lamp off, "*when input signal is interrupted and any button is not pressed over 5 minutes*" (see Sanyo page 37). Sanyo also teaches that the "counting down display" consists of textual and numerical representations (see Sanyo page 37, "No signal 4:50" figure on bottom right corner). It would have been obvious to one having ordinary skill in the art at the time the invention was made, having the prior art disclosures of Given and Sanyo laid before him, to provide a continuous countdown display including textual and numerical representations as taught by Sanyo in the invention of Given to provide a visual warning in addition to or instead of only an audio warning so that users will be warned of the screen saver even if the audible warning was not heard or the workstation sound is disabled.

Given/Sanyo further does not teach a graphical representation of the time difference between the screen saver standby time and the current system idle time, in

the sense of a "clock graphic" or "countdown bar graphic" as disclosed in the instant disclosure. However, Pollack teaches a retriggerable sleep timer display having a bar graph display indicating the time remaining until the display turns off (see Pollack Figure 5 and column 6 line 63 through column 7 line 20; "*In FIG. 5, a bar graph 520 is displayed along with the video on a screen 510 of a television receiver 500. The bar may be indicative of time remaining until turn off*"). It would have been obvious to one of ordinary skill in the art at the time the invention was made to provide a graphical indication of the remaining time as taught by Pollack with the invention of Given/Sanyo in order to provide users with a more easily understandable graphical warning of a disruptive event such as the screen saver coming on.

Regarding claim 2, Given/Sanyo/Pollack teaches deactivating the advance screen saver warning and activating the screen saver if the current system idle time is greater than or equal to the screen saver standby time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", the screen saver is deactivated if motion is detected, while it is activated when the idle time is greater than or equal to the screen saver standby time).

Regarding claim 3, Given/Sanyo/Pollack teaches that the deactivating the advance screen saver warning and the activating the screen saver are performed simultaneously (see Sanyo page 37 "Power management"; "*This function turns Projection Lamp off when this projector detects signal interruption and is not used for a certain period*").

Regarding claim 8, Given/Sanyo/Pollack teaches that the graphical representation included in the warning message window is any one of a bar-type graph, a clock-type graph with a moving indicator, and a pie-type graph (see Pollack Figure 5 and column 6 line 63 through column 7 line 20; "*In FIG. 5, a bar graph 520 is displayed along with the video on a screen 510 of a television receiver 500. The bar may be indicative of time remaining until turn off*").

Regarding claim 9, Given/Sanyo/Pollack teaches that the visual warning message window is displayed on a predetermined screen portion of the display screen, which is automatically determined by default or is manually determined by an operator (see Sanyo page 37, "No signal 4:50" figure on bottom right corner).

Regarding claim 10, Given/Sanyo/Pollack teaches undisplaying the visual warning message window from the display screen if any system input activity is detected (see Sanyo page 37 "Power management"; "*Power Management function operates to turn Projection Lamp off when input signal is interrupted and any button is not pressed over 5 minutes*").

Regarding claim 11, Given/Sanyo/Pollack teaches undisplaying the visual warning message window and activating the screen saver if the current system idle time

is greater than or equal to the screen saver standby time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", the screen saver is deactivated if motion is detected, while it is activated when the idle time is greater than or equal to the screen saver standby time; see also Sanyo page 37 "Power management"; "*Power Management function operates to turn Projection Lamp off when input signal is interrupted and any button is not pressed over 5 minutes*").

Regarding claim 12, Given/Sanyo/Pollack teaches that the visual warning message window is an on-screen-display (OSD) window (see Sanyo page 37, "No signal 4:50" figure on bottom right corner).

Regarding claim 14, Given/Sanyo/Pollack teaches that the specified sound is any one of a computer-generated sound and a human voice indicating a time until the screen saver is activated (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert.*").

Regarding claim 15, Given/Sanyo/Pollack teaches that the screen saver standby time is a total length of system idle time that must elapse before activating the screen saver (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", in this example the screen saver standby time is 60 seconds).

Regarding claim 16, Given/Sanyo/Pollack teaches that the advance screen saver warning time is a length of time during which the advance screen saver warning is continuously activated before activating the screen saver (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", in this example, the advance screen saver warning time is 5 seconds).

Regarding claim 17, Given/Sanyo/Pollack teaches that the screen saver standby time is predetermined to an automatically assigned default value or a manually selected value (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*").

Regarding claim 18, Given/Sanyo/Pollack teaches that the advance screen saver warning time is predetermined to an automatically assigned default value or a manually selected value (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*").

Regarding claim 19, Given/Sanyo/Pollack teaches that the system input activity includes at least one of a horizontal synchronization signal, a vertical synchronization

signal, and a manual user input (see Given column 3 line 58 through column 4 line 16, "*This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box.*").

Regarding claim 20, Given/Sanyo/Pollack teaches that the manual user input is made by a user through a keyboard or mouse (see Given column 3 line 58 through column 4 line 16, "*This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box.*").

Claims 21, 22, 27-37 recite a display apparatus having substantially the same limitations as the method of claims 1, 3, 8-12, 20, 14-16, 19, and 20. Therefore, the claims are rejected under the same rationale.

Regarding claim 38, Given/Sanyo/Pollack teaches a memory coupled to the controller for storing the predetermined screen saver standby time and advance screen saver warning time (see Given column 3 lines 46-57, "*One possible implementation of the ICU is to implement it with a cheap programmable microprocessor using non-volatile memory to save user settings when power is removed. The ICU could be programmed from a system command file at power-up time with all the user options. Such a command file can be tailored to user preferences employing an ordinary editor on a provided program template during initial installation or at any time afterwards. The ICU would come with factory defaults should the user not want to bother with programming it.*").

Regarding claim 39, Given/Sanyo/Pollack teaches that the memory is an Electrically Erasable Programmable Read-only Memory (EEPROM) (see Pollack column 2 line 53 through column 3 line 9; "*The term "RAM" is also intended to include electrically-erasable programmable read only memory (EEPROM)*").

Regarding claim 44, Given/Sanyo/Pollack teaches that the predetermined screen saver standby time and advance screen saver warning time are manually set by a user of the display apparatus (see Given column 3 lines 46-57, "*One possible implementation of the ICU is to implement it with a cheap programmable microprocessor using non-volatile memory to save user settings when power is removed. The ICU could be programmed from a system command file at power-up time with all the user options. Such a command file can be tailored to user preferences employing an ordinary editor on a provided program template during initial installation or at any time afterwards. The ICU would come with factory defaults should the user not want to bother with programming it.*"; see also Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*").

Claim 45 recites a display apparatus with substantially the same limitations as the method of claim 44. Therefore, claim 45 is rejected under the same rationale.

Regarding claim 46, Given substantially teaches a method of providing an advance screen saver warning for a display apparatus, the method comprising:

predetermining a screen saver standby time and an advance screen saver warning time, wherein the advance screen saver warning time is less than or equal to the screen saver standby time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", in this example, the screen saver standby time is 60 seconds, while the advance screen saver warning time is 5 seconds);

counting a current system idle time during which a system idle time exceeds a time difference calculated by subtracting the current system idle time from the screen saver standby time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it*

could issue a sonic alert.", the time in which the ICU has not detected motion is the current system idle time); and

controlling, to continuously execute the advance screen saver warning when the difference calculated by subtracting the current system idle time from the screen saver standby time is less than or equal to the advance screen saver warning time (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", the sonic alert is the advance screen saver warning), the display apparatus:

to continuously display a visual warning message window that includes a textual representation of the time difference between the screen saver standby time and the current system idle time, a numerical representation of the time difference between the screen saver standby time and the current system idle time (Sanyo, addressed below), and a graphical representation of the time difference between the screen saver standby time and the current system idle time (Pollack, addressed below),

to discontinue displaying the visual warning message window, if system input activity is detected before the advance screen saver warning time is completed (see

Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box.*", when activity is detected, the ICU resets the inactivity timer), and

to discontinue displaying the visual warning message window and execute a screen saver program restricting system access by requiring system authorization when the current system idle time exceeds the screen saver standby time (see Given column 3 line 58 through column 4 line 16, "*For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", the terminal is locked up with a password protected screen saver),

wherein the screen saver standby time is a time value indicating a length of system idle time that must elapse before the controller activates the screen saver (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected*

screen saver", the keyboard inactivity timeout value is the screen saver standby time), and

wherein the advance screen saver warning time is a time value indicating a period of time during which the controller continuously activates the advance screen saver warning before activation of the screen saver (see Given column 3 line 58 through column 4 line 16, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*", in this example, the screen saver standby time is 60 seconds, while the advance screen saver warning time is 5 seconds).

Given does not disclose an apparatus to continuously display a visual warning message window that includes a textual representation of the time difference between the screen saver standby time and the current system idle time, a numerical representation of the time difference between the screen saver standby time and the current system idle time. Given only teaches issuing a sonic alert with no visual representation of the alert (Given column 3 lines 58 through column 4 line 16). Sanyo teaches continuously displaying a "*counting down display*" prior to turning the Projection Lamp off, "*when input signal is interrupted and any button is not pressed over 5*

minutes" (see Sanyo page 37). Sanyo also teaches that the "counting down display" consists of textual and numerical representations (see Sanyo page 37, "No signal 4:50" figure on bottom right corner). It would have been obvious to one having ordinary skill in the art at the time the invention was made, having the prior art disclosures of Given and Sanyo laid before him, to provide a continuous countdown display including textual and numerical representations as taught by Sanyo in the invention of Given to provide a visual warning in addition to or instead of only an audio warning so that users will be warned of the screen saver even if the audible warning was not heard or the workstation sound is disabled.

Given/Sanyo further does not teach a graphical representation of the time difference between the screen saver standby time and the current system idle time, in the sense of a "clock graphic" or "countdown bar graphic" as disclosed in the instant disclosure. However, Pollack teaches a retriggerable sleep timer display having a bar graph display indicating the time remaining until the display turns off (see Pollack Figure 5 and column 6 line 63 through column 7 line 20; "*In FIG. 5, a bar graph 520 is displayed along with the video on a screen 510 of a television receiver 500. The bar may be indicative of time remaining until turn off*"). It would have been obvious to one of ordinary skill in the art at the time the invention was made to provide a graphical indication of the remaining time as taught by Pollack with the invention of Given/Sanyo in order to provide users with a more easily understandable graphical warning of a disruptive event such as the screen saver coming on.

Response to Arguments

It is noted that in claim 1, "controlling, during the continuous execution of the advance screen saver warning, the display apparatus to output **at least one of** a specified sound and a visual warning message window…" (emphasis added), a system outputting only a sound but no visual warning message window would still read upon the claim. That is, Given teaches outputting only an audio warning with no visual warning, but would still read upon claim 1 because claim 1 does not **require** a visual warning message window to be present. A similar problem exists in independent claim 21.

Applicant asserts that Given cannot possibly disclose activating an advance screen saver warning before activating a screen saver if the current system idle time is greater than or equal to a time difference between the screen saver standby time and the advance screen saver warning time because Given contains no disclosure of determining if the current system idle time is greater than or equal to a time difference between the screen saver standby time and the advance screen saver warning time. Examiner respectfully disagrees.

Given column 3 line 58 through column 4 line 16 teaches, "*If the ICU has not detected motion for perhaps 55 (user programmable) seconds (the lowest keyboard inactivity timeout value for a screen saver in Windows98 is 60 seconds) it could issue a sonic alert. This very act would cause the quiet reader to look up momentarily, providing just enough motion for the ICU to reset the keyboard inactivity timer by sending a*

keystroke to the system box. For OM2, the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver". Given determines the current system idle time as the time in which the ICU has not detected motion. Given describes the screen saver standby time as the "keyboard inactivity timeout value", which in this example is 60 seconds. Given describes the advance screen saver warning time as 5 seconds in this example.

It necessarily follows that Given determines if the "time in which the ICU has not detected motion" is greater than or equal to a time difference between the "keyboard inactivity timeout value" (for example, 60 seconds) and the advance screen saver warning time (for example, 5 seconds) because this is the most straightforward and obvious way to perform the calculation for when to activate the screen saver warning.

Applicant asserts that both Given and Sanyo provide a warning prior to a "turn-off" event, and not a screen saver display event as recited in the instant claims. Examiner respectfully disagrees.

Given column 3 line 58 through column 4 line 16 explicitly teaches, "*the sonic alert could serve as a reminder that, in say 5 (user programmable) seconds, the terminal will be locked up with the password protected screen saver*". Given clearly provides the sonic alert to warn the user that the screen saver is about to be displayed.

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure:

- Freiberger et al. (US 6,034,652) Attention manager for occupying the peripheral attention of a person in the vicinity of a display device
- Bi et al. (US 6,683,605) Screen saver disabler
- Liu et al. (US 2004/0075700) Functional idle mode display
- Hayton (US 6,799,209) Activity monitor and resource manager in a network environment
- Pinnell (US 6,812,938) Method and system for providing status indication and control to a computer network user

Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of

the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to STEPHEN ALVESTEFFER whose telephone number is (571)270-1295. The examiner can normally be reached on Monday-Friday 10:00AM-6:30PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Chat Do can be reached on (571)272-3721. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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